

Francesco Laddomada CV

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Portfolio: francescoladdomada.com



Date of birth: 07.11.1988
Place of birth: Cagliari, Italy
Nationality: Italian

GAME DESIGN SKILLS Gameplay Design • Level Design • UX & Interaction Design • UI Design • 2D Art

PROGRAMMING SKILLS PHP • Javascript • MySQL • jQuery • CodeIgniter (proficient)
C# • Java (intermediate)
Ruby • Python • C • AngularJS • NodeJS (basic knowledge)

SOFTWARES Unity (intermediate)
Adobe Photoshop (proficient), Adobe Illustrator (intermediate)

PROFESSIONAL EXPERIENCE

Jun. – Sep. 2017 **King, Barcelona**
Game Design Intern

Feb. 2016 – May 2017 **Copenhagen Game Lab, Copenhagen**
Lead Game Programmer

Sep. 2011 – Jan. 2016 **Photocircle, Berlin**
CTO & Founder
Web Designer & Full stack Developer

Jan. 2006 – Aug. 2011 **Freelance Graphic and Web Designer, Cagliari**

EDUCATION

Aug. 2014 – Current **IT University of Copenhagen**
M.Sc. in Game Design
Key focus areas: Game Design and Development, UX and Interaction Design

Sep. 2007 – Apr. 2011 **IT University of Cagliari**
B.Sc. in Computer Science
Key focus areas: Web Development, Software Engineering

EXTRA CURRICULUM ACTIVITIES

Aug. 2014 - Current **Game Jam Participation**
10 Game Jams, 4 Awards

Sep. 2006 - Aug. 2011 **Rpg2s**
Founder and administrator of an italian community that supports RPG Maker

LANGUAGES Italian (native), English (fluent), German (basic), Spanish (basic)

INTERESTS Photography, Retrogames, Travelling, Art, Animated Films